

DCS P-51D 1.2.0 Default Keyboard Bindings

Modifier Notation

Right Windows	rW-
Left Windows	W-
Right Control	rC-
Left Control	C-
Right Alt	rM-
Left Alt	M-
Right Shift	rS-
Left Shift	S-

Carburetor Air Controls

Cold Air Control to RAM	S-H
Cold Air Control to UNRAMMED FILTERED	C-S-H
Warm Air Control to HOT	C-H
Warm Air Control to NORMAL	M-H

Cheat

Start Procedure	rW-Home
Stop Procedure	rW-End

Communications

COMM Ask AWACS home airbase (easy communication only)	W-U
COMM Attack Air Defenses (easy communication only)	W-D
COMM Attack Ground Targets (easy communication only)	W-G
COMM Attack my target (easy communication only)	W-Q
COMM Communication menu	\
COMM Cover me (easy communication only)	W-W
COMM Dispatch wingmans - complete mission and RTB (easy communication only)	W-E
COMM Dispatch wingmans - complete mission and rejoin (easy communication only)	W-R
COMM Join up formation (easy communication only)	W-Y
COMM Push to talk	rM-\
COMM Switch dialog	rS-\
COMM Switch to main menu	rC-\
COMM Toggle formation (easy communication only)	W-T

Engine Control Panel

Fuel Booster	Delete
High Blower lamp test	S-L
Primer	Insert
Starter	Home
Starter Switch Cover	rS-Home
Supercharger switch AUTO	rM-S
Supercharger switch Cover	rC-rS-S
Supercharger switch HIGH	rS-S
Supercharger switch LOW	rC-S

Environment System

Cockpit Fluorescent Light Left Decrease	C-N
Cockpit Fluorescent Light Left Increase	S-N
Cockpit Fluorescent Light Right Decrease	rC-N
Cockpit Fluorescent Light Right Increase	rS-N
Landing Light	L

Flight Control

Engine RPM Decrease	PageDown
Engine RPM Increase	PageUp
Flaps Down	F
Flaps Up	S-F
Flight Left Wing Down	Left
Flight Nose Down	Up
Flight Nose Up	Down
Flight Right Wing Down	Right
Flight Rudder Left	Z
Flight Rudder Right	X
Mixture EMERGENCY FULL RICH	M-M
Mixture IDLE CUT OFF	S-M
Mixture RUN	C-M
Mixture control (rotary)	M
Propeller & Mixture Lock	M-S-X
Propeller & Mixture Unlock	C-M-S-X
Stick lock in the Forward Position	S-X
Stick lock in the Neutral Position	M-X
Throttle Control Lock	C-X
Throttle Control Unlock	C-M-X
Throttle Decrease	Num-
Throttle Increase	Num+
Trim Aileron Left	rC-,
Trim Aileron Right	rC-/

Trim Elevator Down	rC-;
Trim Elevator Up	rC-.
Trim Rudder Left	rC-Z
Trim Rudder Right	rC-X
Trimmers Reset	C-T

Front Dash

Altimeter pressure set Decrease	C-B
Altimeter pressure set Increase	S-B
Clock Winding/Adjust	rS-Q
Clock Winding/Adjust Decrease	rC-Q
Clock Winding/Adjust Increase	rM-Q
Compass course Decrease	rM-C
Compass course Increase	rC-C
Directional gyro Cage/Uncage	rS-G
Directional gyro heading Decrease	rM-G
Directional gyro heading Increase	rC-G
Horizon Cage	S-V
Horizon cage knob OFF	M-V
Horizon cage knob ON	C-V
Horizon pitch Decrease	rC-V
Horizon pitch Increase	rM-V

Front Switch Box

Bomb arming switch left (rotary)	6
Bomb arming switch left ARM	C-6
Bomb arming switch left CHEM. RELEASE	M-6
Bomb arming switch left OFF	S-6
Bomb arming switch right (rotary)	7
Bomb arming switch right ARM	C-7
Bomb arming switch right CHEM. RELEASE	M-7
Bomb arming switch right OFF	S-7
Bomb-rocket selector switch (rotary)	D
Bomb-rocket selector switch BOTH	C-D
Bomb-rocket selector switch ROCKETS	S-D
Bomb-rocket selector switch SAFE	C-S-D
Bomb-rocket selector switch TRAIN	M-D
Cockpit Lights Decrease	rC-L
Cockpit Lights Increase	rM-L
Gun safety switch (rotary)	Q
Gun safety switch CAMERA SIGHT	M-Q
Gun safety switch GUN CAMERA SIGHT	C-Q

Gun safety switch OFF	S-Q
Ignition switch (rotary)	End
Ignition switch BOTH	rC-End
Ignition switch OFF	rS-End
Silence Horn	rM-H

Fuel Control

Fuel selector Fuselage Tank	rC-T
Fuel selector Left Combat Tank	S-T
Fuel selector Left Main Tank	M-T
Fuel selector Right Combat Tank	rS-T
Fuel selector Right Main Tank	rM-T
Fuel selector valve (rotary)	T
Fuel shut-off valve	C-S-T

General

Briefing window	M-B
Clickable mouse cockpit mode On/Off	M-C
Controls indicator	rC-Enter
Coordinates units change	M-Y
Exit mission	Esc
Frame rate counter - Service info	rC-Pause
Get new plane - respawn	rC-rS-Tab
Info bar view toggle	C-Y
Jump into selected aircraft	rM-J
Multiplayer chat - mode All	rC-M
Multiplayer chat - mode All	Tab
Multiplayer chat - mode Allies	rM-M
Multiplayer chat - mode Allies	C-Tab
One frame mode	rS-Pause
Pause	Pause
Pause Active	W-S-Pause
Playback track cancel	S-Tab
Rearming and Refueling Window	M-'
Score window	,
Screenshot	SysRQ
Show debriefing window	rS-'
Show pilot	rS-P
Time accelerate	C-Z
Time decelerate	M-Z
Time normal	S-Z

K-14 gunsight

Gunsight brightness Decrease	rM-0
Gunsight brightness Increase	rC-0
Gunsight fixed ring blanc lever	5

Gunsight gyromotor power	rS-0
Gunsight mode (rotary)	1
Gunsight mode FIXED	4
Gunsight mode FIXED GYRO	3
Gunsight mode GYRO	2
Gunsight range to target Decrease	.
Gunsight range to target Increase	;
Gunsight target span Decrease	,
Gunsight target span Increase	/

Kneeboard

Kneeboard Next Page]
Kneeboard ON/OFF	rS-K
Kneeboard Previous Page	[
Kneeboard current position mark point	rC-K
Kneeboard glance view	K

Labels

Labels Aircraft	S-F2
Labels All	S-F10
Labels Missile	S-F6
Labels Vehicle & Ship	S-F9

Radiator Air Controls

Radiator coolant Auto	A
Radiator coolant Close	C-A
Radiator coolant Cover	C-S-A
Radiator coolant Open	M-A
Radiator oil Auto	S
Radiator oil Close	C-S
Radiator oil Cover	C-S-S
Radiator oil Open	M-S

Rear Warning Radar

Rear warning radar Power	R
Rear warning radar Test	S-R
Rear warning radar signal light Decrease	C-R
Rear warning radar signal light Increase	M-R

Right Switch Panel

Battery	B
Generator	V
Gun heat	M-S-C
Pitot heat	rC-P
Position light tail (rotary)	I
Position light tail BRIGHT	rM-I

Position light tail DIM	rC-I
Position light tail OFF	rS-I
Position lights wing (rotary)	U
Position lights wing BRIGHT	rM-U
Position lights wing DIM	rC-U
Position lights wing OFF	rS-U
Recognition light amber (rotary)	C-I
Recognition light amber Key	M-I
Recognition light amber Off	S-I
Recognition light amber Steady	C-S-I
Recognition light green (rotary)	C-U
Recognition light green Key	M-U
Recognition light green Off	S-U
Recognition light green Steady	C-S-U
Recognition light red (rotary)	rC-Y
Recognition light red Key	rM-Y
Recognition light red Off	rS-Y
Recognition light red Steady	rC-rS-Y
Recognition lights key	Y

Rocket Control Panel

Rocket counter reset	M-8
Rockets release control switch (rotary)	8
Rockets release control switch AUTO	rM-8
Rockets release control switch OFF	rS-8
Rockets release control switch SINGLE	rC-8

Sensors

Night Vision Goggles	rS-H
Night Vision Goggles Gain Down	rM-rS-H
Night Vision Goggles Gain Up	rC-rS-H

Stick

Gun fire	Space
Weapon release	rM-Space

Systems

Bailout	C-E
Bomb salvo release Left	C-Space
Bomb salvo release Right	rC-Space
Canopy Closing	S-C
Canopy Emergency Release	C-S-C
Canopy Opening	C-C
Landing Gear Up/Down	G

Oxygen regulator Deluter lever Auto-Mix On-Off	rS-B
Oxygen regulator Emergency By-Pass Valve	rC-B
Wheel brake Both	W
Wheel brake Left	C-W
Wheel brake Parking	C-M-W
Wheel brake Right	M-W

VHF Radio

Radio Mode T	M-5
Radio Power	C-'
Radio chanel A	C-1
Radio chanel B	C-2
Radio chanel C	C-3
Radio chanel D	C-4
Radio mode R	C-5
Radio mode REM	S-5
Radio mode switch locking lever	C-M-5
VHF radio volume Decrease	rC-6
VHF radio volume Increase	rM-6

View

F1 Cockpit view	F1
F1 HUD only view switch	M-F1
F1 Head shift movement on / off	W-F1
F1 Natural head movement view	C-F1
F10 Jump to theater map view over current point	C-F10
F10 Theater map view	F10
F11 Airport free camera	F11
F11 Jump to free camera	C-F11
F11 camera moving backward	M-Num/
F11 camera moving forward	M-Num*
F12 Civil traffic view	C-F12
F12 Static object view	F12
F12 Trains/cars toggle	S-F12
F2 Aircraft view	F2
F2 Toggle camera position	rM-F2
F2 Toggle local camera control	M-F2
F2 View own aircraft	C-F2
F3 Fly-By jump view	C-F3
F3 Fly-By view	F3
F4 Arcade View	F4
F4 Chase view	C-F4
F4 Look back view	S-F4
F5 Ground hostile view	C-F5
F5 nearest AC view	F5
F6 Released weapon view	F6

F6 Weapon to target view	C-F6
F7 Ground JFO/JTAC view	C-F7
F7 Ground unit view	F7
F9 Landing signal officer view	M-F9
F9 Ship view	F9
Keyboard turn rate fast	S-]
Keyboard turn rate normal	M-]
Keyboard turn rate slow	C-]
Mouse turn rate fast	S-[
Mouse turn rate normal	M-[
Mouse turn rate slow	C-[
View Center	Num5
View Down Left slow	Num1
View Down Right slow	Num3
View Down slow	Num2
View Left slow	Num4
View Right slow	Num6
View Up Left slow	Num7
View Up Right slow	Num9
View Up slow	Num8
Zoom external in	rC-Num*
Zoom external normal	rC-NumEnter
Zoom external out	rC-Num/
Zoom in slow	Num*
Zoom normal	NumEnter
Zoom out slow	Num/

View Cockpit

Camera view down	rC-Num2
Camera view down slow	rM-Num2
Camera view down-left	rC-Num1
Camera view down-left slow	rM-Num1
Camera view down-right	rC-Num3
Camera view down-right slow	rM-Num9
Camera view left	rC-Num4
Camera view left slow	rM-Num4
Camera view right	rC-Num6
Camera view right slow	rM-Num6
Camera view up	rC-Num8
Camera view up slow	rM-Num8
Camera view up-left	rC-Num7
Camera view up-left slow	rM-Num7
Camera view up-right	rC-Num9
Camera view up-right slow	rM-Num3
Center camera view	rS-Num5

Cockpit Camera Move Back	rC-rS-Num/
Cockpit Camera Move Center	rC-rS-Num5
Cockpit Camera Move Down	rC-rS-Num2
Cockpit Camera Move Forward	rC-rS-Num*
Cockpit Camera Move Left	rC-rS-Num4
Cockpit Camera Move Right	rC-rS-Num6
Cockpit Camera Move Up	rC-rS-Num8
Cockpit panel view in	Num0
Cockpit panel view toggle	rC-Num0
Mirror left glance	rW-N
Mirror right glance	rW-M
Return camera	rC-Num5
Return camera base	rM-Num5
Save Cockpit Angles	rM-Num0
Snap View 0	W-Num0
Snap View 1	W-Num1
Snap View 2	W-Num2
Snap View 3	W-Num3
Snap View 4	W-Num4
Snap View 5	W-Num5
Snap View 6	W-Num6
Snap View 7	W-Num7
Snap View 8	W-Num8
Snap View 9	W-Num9
View down	rS-Num2
View down left	rS-Num1
View down right	rS-Num3
View left	rS-Num4
View right	rS-Num6
View up	rS-Num8
View up left	rS-Num7
View up right	rS-Num9
Zoom in	rS-Num*
Zoom out	rS-Num/

View Extended

Camera jiggle toggle	S-J
Camera ordinance tracking	rS-Num+
Camera terrain altitude hold	M-K
Object exclude	M-Delete

Objects all excluded - include	M-Insert
Objects switching direction forward	C-PageDown

Objects switching direction reverse	C-PageUp
View all mode	rC-Delete
View enemies mode	rC-rS-End
View friends mode	rC-rS-Home

View Padlock

Padlock Off (stop padlock)	NumLock
Padlock cycle	Num.
Padlock missile threat	rM-Num.
Padlock missiles all	rS-Num.
Padlock terrain point	rC-Num.
